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Dear Sega Customer:

The following are some "Helpful Hints" for Alex Kidd in Miracle World.

Cragg Lake Sequence:

- Run over the Sun Box
- Run over the Two Waves Box
- Run over the Moon Box
- Run over the Star Box
- Run over the Sun Box
- Run over the Moon Box
- Run over the Two Waves Box
- Run over the Fish Box
- Run over the Star Box
- Run over the Fish Box

Upon completing the above sequence, a Crown with three spikes will appear on the ledge. Grab the Crown and read the attached note. To read the note you must read it Top to Bottom, Right to Left.

To Continue the Game:

When the words "Game Over" appears on the screen, press and hold the Control Pad in the "UP" direction and push Button 2 on the Control Pad eight times. This procedure should enable you to continue play but, 400# or more is required.

Long Range Missiles:

At the beginning of the game, you will come across a box marked with a "?" (question mark). When you punch the box, you will receive a ring. Upon capturing the ring, press the Pause Button on the Master System Power Base, press Button 1 on the Control Pad, then press the Pause Button again to return to the first screen. Now each time you punch a long Range Missile will shot out. You will only be able to use this function prior to being under water.

In Stage Eleven:

The room with the boxes of the "Fish", the "Wave" and the "Star"...in area "D" of the map be punch the "Fish" and the "Wave" box once, then a cage which has Egle inside will open. Save Egle and go to area "F" to find a personal letter. After the letter has been found, go to area "L" and this round will be cleared.

The Radactian Castle Map -

	A	B	C	*D*	
	E	*F*	G	H	
ENTRANCE	I	J	K	*L*	EXIT
	M	N	O	P	

"Helpful Hints" for Alex Kidd in Miracle World Continued

In Stage Sixteen:

When Alex is inside the castle of Janken the Great, there are two rooms with a hanging ceiling with spikes. The First Room with the hanging ceiling contains a "Fish" box and the second one does not. Punch the "Fish" box on the left wall in the first room with the dropping ceiling and the ceiling will cease to fall. Also, the floor will open up for you to go down to the next room.

The Second Room with the dropping ceiling does not contain a "Fish" box so try your best at dashing to the other side. You can make it!!!

Pink Boxes:

Punch the Pink Boxes to make the exit. The Pink Boxes will not disappear when you hit them so just hit them and go.

In Stage Five:

There are two boxes marked with a "?" (question mark) in Stage Five. The first box marked with a "?" you will come across contains a Ghost! So be careful not to punch that box. The second box marked with a "?" contains an extra life so punch it!